

Unification Wars' Strategy Guide: "Success to the Level X"
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Overview of Unification Wars' Strategy Guide: "Success to the Level X"

Unification Wars is a Massively Multiplayer Strategy Game (MMOG) developed by GamesTotal.com which emphasize on resource management, tactical warfare, and teamwork game play. This game offers the players on variety of ways to achieve their goals. This guide provides one of the easiest and fastest of all methods to obtaining full level X systems in any empire. With this guide, obtaining full level X systems can be done in one to two weeks, instead of months upon months.

Disclaimer

This strategy guide was created specifically for the UC Daily Server. However, it may be applicable for the UC Hourly and UC Real Time Server(s). This guide is also directed toward newer players, which may also be applicable to veteran players. GamesTotal.com would not be responsible if the strategy provided doesn't work on you. There are thousands of strategies you can use to play Unification Wars, and this is just one of them.

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I. Planning Ahead

A. The Choice of Play Style. There are two major play styles in Unification Wars:

[1] Single System Style- In this style, players concentrate all activities on one single “main” system. Dark Systems are created there after which will provide maximum ‘+defense’ to the single “main” system. In this way, only the single “main” system will need to be protected. Defending one system is much easier to protect however, failure to protect this system will result in huge planet loss.

[2] Multiple System Style- In this style, players create multiple systems that are all equally important. Each system will have about the same amount of planets. When invaded by other empires, the amount of planets lost would be reduced into a smaller fraction; however, protecting multiple systems is extremely difficult.

B. The Concentration of Research Infrastructure. There are five types of research infrastructure: Housing, Commercial, Industry, Agriculture, and Mining. It is recommended that players should only concentrate on only one of these researches because the higher the level of research, the more money an empire will make from that type of research.

C. Matching Play Style and Concentration of Research Infrastructure. If your concentration of research infrastructure is... pick a choice from below ...first so that this system will be on the bottom. When your system is on the bottom, you will be able obtain maximum defense for that specific system, especially if you create Dark Systems after that system.

[1] ...‘Housing,’ then you should create the Eden, Orion, Titan, or Parthenon System...

[2] ...‘Commercial,’ then you should create the Capital, Urania, or Archeron System...

[3] ...‘Industry,’ then you should create the Heavy, Titan, or Archeron System...

[4] ...‘Agriculture,’ then you should create the Farming, Urania, or Parthenon System...

[5] ...‘Mining,’ then you should create the Rich or Titan System...

D. The Sol System. Very simply put, the Sol System is the most useless system available in the game. Some might argue with me that the Sol System is can be useful because it can provide faster planet exploration. However, the process used to actually make the Sol System useful is: **[1]** time (turn) consuming and **[2]** credit wasting, so get rid of your Sol System(s) as soon as possible. Faster exploration of planets can be accomplished with larger scanner fleets or advanced scanner fleets.

II. Requirements for this Strategy

A. The Needed In-Game Mechanics. This strategy guide requires some basic projects and research, which are the following:

- [1] the research of the “Mega Projects”
- [2] the research of the “Upgrade System” project
- [3] the research of the “Destroy System” project
- [4] and optionally, the research for the more ‘advanced’ scanner ships (recommended)

B. Finding the Perfect Lord to Support You. The reason you need a supportive lord is because you will need your lord to send you tributes to fund this strategy. This strategy will be costly but in the end, extremely worthwhile. Almost anyone will be glad to take in a vassal. It’s up to you to decide which one is worthy. The characteristic of a good lord is a player who is active, wealthy, and (optionally) experienced. A good lord is easy to find and can be found through the community board (Help Center) or through the actual chat box.

III. How to Create Success to the Level X

A. One Step at a Time. Using this strategy by taking one step at a time will clear away a lot of confusion. Make sure to complete these basic elements:

- [1] familiarize yourself with the game by reading the manual provided by GamesTotal.com, especially be familiar with the usage of projects and the ability to explore for planets
- [2] unlock all the basic modes and functions by completing the entire Act One Missions
- [3] obtain a starting desired amount of researched infrastructure (recommended to have about 20 to 30 levels of researched infrastructure)
- [4] research the projects that are required to utilize this strategy: “Mega Projects,” “Upgrade System,” “Destroy System,” and optionally, the research to obtain the ‘advanced’ scanner ships

B. Important Tips & Tricks. There is one main idea behind this entire strategy and many tips & tricks to support that idea to make sure this strategy flows as smoothly as possible.

- [1] Know that the “Upgrade System” project upgrades a system with the cost of the free ‘unassigned’ planets on that system.

[2] The main idea behind this strategy is that the exploration for planets is easiest when you have less than 120,000 total planets. What this means is that you must keep your total planet count very low, between 10,000 to 25,000 (3,000 to 4,000 planets in each system). The only time your total planets should be higher than 25,000 is when you are exploring for planets to upgrade a system. After each upgrade, the total planet count will drop back down so that you can re-explore for planets for another upgrade.

[3] It is **very important** to explore only 1 turn at a time and while outside of Damage Protection (DP). There is an in-game bug when you exploring more than 1 turn at a time, so exploring only 1 turn at a time creates efficiency. There are some that will argue against me about being outside of DP, but it is your choice. While in DP, your exploration efficiency goes down to **30%**, which creates inefficiency, and the main reason I am against exploring while in DP.

[4] You may become a target of an attack while exploring for planets to upgrade. If someone attacks you, ignore the attacker. You will be most likely be attacked on the system you are exploring on because that is the system the attacker will be able to win the most planets. If you lost the scanner fleet, re-build them and just keep exploring. However, ***BEWARE*** if an attacker launched an attack on any other system (which all other systems would have only 3,000 to 4,000 planets) because a 2nd attack on that system may destroy that system. In other words, watch out for the 'PR Box' that blinks yellow whenever you do get attacked. If you were ever attacked on a system that you were not exploring on, hurry to move your scanner fleet on to that system to re-explore some planets to prevent destruction if that system faces a 2nd attack. Then move the scanner fleet back to the system you were working on and continue.

[5] How much PR you have can also be very important! Watch out for how many turns you have left because before you finish exploring for the day, it is best that you end with less than 1 million PR. At less than 1 million PR, you are very likely that your empire will not face any attacks at all. To accomplish this, you should estimate how many times you can upgrade your system(s) with your remaining turns. After your last estimated upgrade, you must stop exploring and disband your fleet. You should, of course, have less than 25,000 planets and no fleet. Therefore, you will surely be under 1 million PR and be able to safely wait till you get more turns. Also, it is recommend that you start each upgrade process when you have obtained about 750-800 turns and end each process before your turns run out. That way, you will not end up with a system with an abundant amount of planets that will bring your PR up pass 1 million.

[6] During the entire process of exploration, your credit balance will move negatively. This is normal because it is paying for the upkeep of the huge fleet of scanner ships that you are using to explore for planets. Don't worry about it and ask your lord for appropriate amounts of credits to support you.

C. The Process of Easy System Upgrades. After you are done with the basics and have read the tips, this is where the work starts.

[1] Utilizing this strategy will cost approximately \$10 to 20 billion credits, which is why you need a worthy lord. If more money is available and used, this strategy may be completed faster. If less money is available, this strategy may be completed slower.

[2] Start by freeing all the planets on your initial system (if it's a Sol System) and use all the freed planets to create the "main" system of your desire. Hold off from building other systems. Next, use "Destroy System" project to delete your Sol System. If your initial system is the Titan System, you may want to keep your Titan System; however, you still need to free up all the planets.

[3] Next, you need to upgrade your empire to level 5 and be able to keep your empire at level 5 or higher. The "Upgrade System Project" requires your empire to be at level 5 for it to be usable. To obtain empire level 5 is easy because all you need is to have your total 'planet + population count' to be 50,000 or more. However, the tricky part is to maintain that number. "Upgrade System" upgrades the level of your system at the cost of 'free unassigned planets.' The tricky part is that after you 'upgrade,' your total planet count will drop, therefore, it may drop your 'planet + population count' under 50,000. There are a few ways to solve this, but I will only give you one way. You can find another way yourself if you want. Simply, my suggestion is to obtain a population count of 50,000 (needs a maximum of 5,000 planets assigned into 'Housing;' leave the rest of your planets 'free and unassigned') on your system.

[4] After you have obtained empire level 5, you will actually begin the process of easy system upgrades to obtain a full set of level x systems.

Step 0: It is wise to wait until you have nearly the maximum amount of turns allowed on that server before you start these steps.

Step 1: On your "main" system (which should be your only existing system at this time), use about 10-20 turns to create about 800,000 to 1,000,000 scanners (not ships! check the ship specs to see how much scanner your ship-type provides).

Step 2: Explore planets until you reach the requirement (60,000 planets) to be able to build "Very Fast." *****VERY IMPORTANT AGAIN***** Always explore 1 turn at a time & explore outside of "Damage Protection (DP)"!!!

Step 3: Create more ships until you have about 15,000,000 to 20,000,000 scanners. (You may adjust for more or less scanners, depending on how much credits your lord is able to support you with.)

Step 4: Use the "Upgrade System" project to upgrade your system (you should have 60,000+ planets right now) until you do not have enough planets for the next upgrade.

Step 5: Explore for *just enough* amount of planets for the next upgrade, and then use “Upgrade System” again.

Step 6: Repeat ‘Step 5’ until you have reached level X on your “main” system.

Step 7: Then, explore for more planets on your “main” system until the planet explored count dwindles under 1,000 planets per turn. Then use all the planets (except the initial 5,000 planets that keeps you in empire level 5) to create your next system.

Step 8: Immediately on the newly created system, use “Upgrade System” until you do not have enough planets for the next upgrade.

Step 9: Move your scanner fleet onto your new system, and then repeat ‘Step 5’ until you have reached level X for this system.

Step 10: Create your next system using the method on ‘Step 7’ (except this time, you leave about 3,000 to 4,000 planets on the system) and repeat the process to obtain level X. Use this entire method until you have a full set of level X systems.

note On Titan, Urania, Archeron, and Parthenon Systems, you should move on to create the next system after obtaining around level 10 to 12 because going further than 10 to 12 will make it extremely turn consuming and expensive. After you have established the rest of the systems to level X, fight your way and capture the rest of the needed planets to upgrade your Titan, Urania, Archeron, or Parthenon System to level X.

[5] Now that you have a complete set of level X systems, use your fleet to explore about 10,000 planets on each system so that other empires cannot destroy any of your systems. When you have done this, congratulations, you are done!

IV. Conclusion.

With this guide, you should be able to obtain **success to the level X**. Now spread the word about my guide and make this game more challenging for the rest of us. Making it harder for rest of the community will give players more challenge to create even greater strategies! I want to thank Cordoba (UC/Daily) for being my lord and tributing me several billions, which allowed me to devise this strategy. I was actually able to obtain a full set of level x systems after my 2nd week of playing this game.